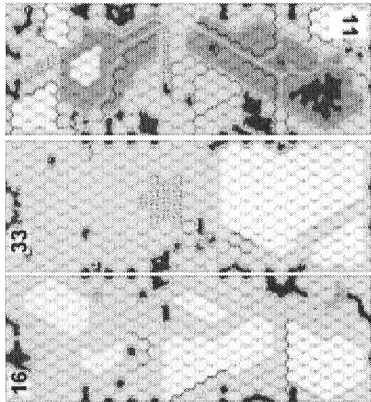


# Octobear Scenario 3 - Counterattack



⛏ Germans set-up first	1	2	3	4	5	6
★ Russians move first						

**Victory Conditions:** The Germans gain VPs for CVPs inflicted, CVPs exited off the South edge less CVP's lost.



**Elements 5<sup>th</sup> Panzer Division [ELR 3] {SAN 2}**

The Germans may set up one PSW232 (addition to purchased forces) anywhere on boards 33 or 11.

All other German units enter on the North edge on Turn 1 (See SSR 3)



**Elements 5<sup>th</sup> Guards Tank Army [ELR 4] Enter on South Edge on Turn 1 with half MP/MF already expended {SAN 2}**

In addition to all purchased forces the Russians receive a BA64B armoured car.

## Special Rules

1. EC are wet with no wind. Kindling is NA
2. No Level 1 hexes exist, but are considered ground level instead. All other terrain in such hexes exists normally.
3. The Germans may freely Deploy prior to set-up.

**Historical Description:** *Near Minsk, Byelorussia, 30 June 1944*, As the German front crumbled, reinforcements were desperately rushed to the front to attempt to block up the gaps that had been torn in the line. One such unit was the 5<sup>th</sup> Panzer Division, freshly re-equipped. Its units rolled straight off the trains into a series of counterattacks to stabilize the line. Over a period of 4 days 5<sup>th</sup> Guards Tank Army and 5<sup>th</sup> Panzer Division fought an epic battle, until an outflanking movement by 2<sup>nd</sup> Guards Tank Corps opened the way to Minsk, capital of Byelorussia.